### Ritual Magic

Ritual magic is the second type of magic that exists in Bostonia. Ritual magic is also called “scholarly” magic. Ritual spells do not belong to any rune. Instead, they are studied and practiced. Ritual spells require exact gestures, incantations and material components. Generally (though not always), they take a fairly long time to cast and require significant preparation. Anyone can learn a ritual spell if they can find a book or teacher from which to study.

Each ritual spell is bought as its own skill. Each spell has its own attributes that determine the character’s starting skill rank. In addition, each spell has a list of difficulties that determine the DL when performing the ritual. Ritual magic “skills” can be raised like any other skill. They take 3 improvement points to increase unless the spell description states otherwise.

Ritual spells are not tied to any rune. Thus there is no skill loss incurred for using ritual magic. Instead, the ritual mage must lose 3 hit points for each point of level loss called for on the spell success/failure table, but only if the spell fails. There is no penalty for success. This is exactly like burning hit points when failing to cast a runic spell.

Rules for casting times, saving throws, to hit rolls, etc. are the same as for runic magic.